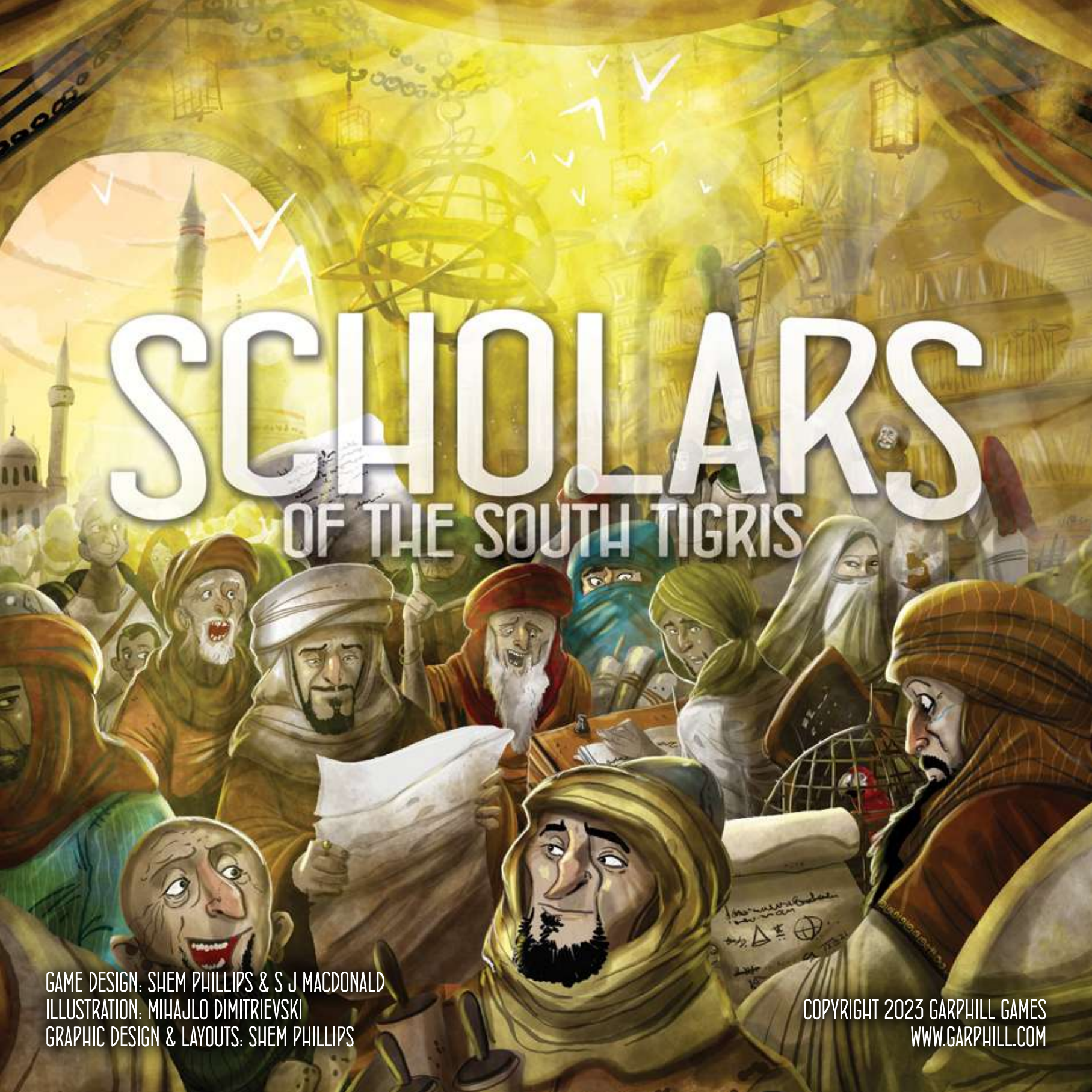

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INTRODUCTION

Scholars of the South Tigris is set during the height of the Abbasid Caliphate, circa 830 AD. The Caliph has called upon the keenest minds to acquire scientific manuscripts from all over the known world. Players will need to increase their influence in the House of Wisdom, and hire skilled linguists to translate the foreign scrolls into Arabic. In this Golden Age of wisdom and knowledge, be mindful not to neglect one in pursuit of the other.

AIM OF THE GAME

The aim of Scholars of the South Tigris is to be the player with the most Victory Points *(VP)* at the game's end. Points are gained by translating Scrolls, increasing knowledge in various areas of science and mathematics, influencing the 3 Guilds, and by retiring Translators after their years of faithful service. The game end is triggered once all 4 Caliph Cards have been revealed.

COMPONENTS

100 Opaque Dice
(40 white, 20 in each primary colour)

15 Translucent Dice
(5 in each secondary colour)

56 Workers
(20 white, 12 in each primary colour)

80 Influence
(20 in each player colour)

35 Gold

50 Silver

24 Research Markers
(6 in each player colour)

1 Neutral Marker

4 Player Markers
(1 in each player colour)

48 Scroll Cards

4 Caliph Cards

6 Scheme Cards
(for Solo Play)

28 Action Cards
(7 in each player colour)

6 Goal Cards

6 Starting Scroll Cards

10 Starting Translator Cards

10 Resource Cards

1 Caliph Setup Card

64 Translator Cards
(8 Decks of 8 Cards each)

2 Solo Reference Cards

4 Player Boards

1 First Player Marker

1 Solo Board

4 Bags
(1 in each player colour)

1 Main Board

SETUP

Follow these steps to set up Scholars of the South Tigris:

1. Place the Main Board in the middle of the play area.

2. Shuffle each Deck of Translator Cards separately *(each Deck features the same character illustration on every Translator Card).* Place each Deck into the indicated space along the top of the Main Board so that the artwork lines up.

3. Shuffle all 48 Scroll Cards, then place 1 faceup onto each of the 6 spaces of the Map, and onto the top 3 spaces in the House of Wisdom. Keep the rest nearby for now.

4. Shuffle all 10 Starting Translators and reveal 4. Return the rest to the box. Place the 4 revealed Starting Translators into their indicated Room *(the white number against a red background at the bottom of each Room and Starting Translator).*

5. Shuffle all 10 Resource Cards and reveal 1 faceup below each Starting Translator. Return the rest to the box.

6. Give each player 1 Player Board and all items in their chosen colour:

   - 7 Action Cards
   - 20 Influence
   - 6 Research Markers
   - 1 Player Marker
   - 1 Bag

7. Have all players place 1 Research Marker of their colour on the "0" space of each Research Track. Their Player Marker should also be placed at the top-centre space of the Map. The stacking order of Research Markers and Player Markers does not matter.

8. Place the Neutral Marker on the bottom-centre space of the Map.

9. Place all Dice, Workers, Gold, and Silver into a Main Supply within reach of all players.

Before moving on to the final steps of setup, randomly determine a player to start the game. Give them the First Player Marker. This will stay with them for the remainder of the game.

SETUP

Follow these steps to complete setup:

1. Decide as a group whether you will play the Casual or Epic version of the game. For first time players, especially at higher player counts, we recommend the Casual version. This does not change any rules. It just removes a few Scroll Cards from the Draw Pile to ensure a slightly shorter game.

2. Shuffle all 4 Caliph Cards and place them facedown. Also find the shuffled Scroll Cards set aside during step 3 on the previous page.

3. Use the Caliph Setup Card to prepare the Scroll Card Draw Pile for your chosen player count. Scroll and Caliph Cards should remain facedown when doing this.

   Create 6 separate stacks. For the Casual game, the top stack will always have 3 Scroll Cards, and the bottom stack will have a single Scroll Card. Each of the other stacks will consist of 2-4 Scroll Cards based on player count, and 1 random Caliph Card *(shuffled together).*

4. Once all stacks have been prepared, place them on top of one another to form the Scroll Card Draw Pile, keeping the correct order outlined above. Place this pile to the left of the Main Board, alongside the Map.

5. Place all unused Scrolls Cards somewhere out of reach from players as a reserve. These Scroll Cards may be needed in the final Rounds of the game. The Caliph Setup Card can be returned to the box.

6. Shuffle the 6 Goal Cards and deal 1 to each player, returning the rest to the box. Players must place their Goal Card on the right-most space of their Player Board. After doing so, place a White Worker on the top space. Below that, place the indicated coloured Worker. Finally, place the indicated secondary Die on the bottom space.

7. Give each player their Starting Scroll Card. It will have the same character illustration on its reverse side as that on their Goal Card. Return the other Starting Scroll Cards to the box. Players should place these faceup above their Player Boards.

8. In reverse turn order *(counter-clockwise around the table, starting with the player seated to the right of the player holding the First Player Marker)* each player must select a pair of Starting Translator and Resource Card. When it is their turn to chose, players must place 1 of their Influence on the top-left corner of their chosen Starting Translator. After doing so, they must collect the Resource Card below it, and step through its listed icons from top to bottom. As each player resolves their Resource Card, they should flip it over and place it onto their Player Board as a Player Aid.

If playing with fewer than 4 players, any unselected Translators remain where they are. These are considered to be Neutral Translators. All Resource Cards below Neutral Translators should be returned to the box.

RESOURCE CARDS

When resolving their Resource Card, players must do so in order from top to bottom. The steps are:

1. Add the indicated Dice to their Bag.
2. Draw 4 Dice at random from their Bag into their hand and roll them.
3. Gain the indicated number of Gold.
4. Gain the indicated number of Silver.
5. Gain the indicated Workers.
6. Gain any other printed bonus:

- Moving 1 space up the indicated Research Track, also gaining the printed immediate benefit from that Research Track.
- Influencing a Guild.
- Influencing a Scroll Card.
- Drawing and rolling 1 more Die from their Bag.

If the middle and right Resource Cards above are both selected, the last step should be resolved by players in the order that they are selected. This is because the player moving up the Astronomy *(Blue)* Research Track will also be placing an Influence on a Scroll Card. Other than that, players can resolve their Resource Cards simultaneously.

GOAL CARDS

During setup, each player received a Goal Card with 2 Workers and 1 secondary Die. This provides some focus for each player. As players achieve the individual targets of their Goal Cards, they immediately gain the associated reward. This will either be taking the Worker and adding it to their supply, or taking the secondary Die and adding it to their Bag.

The first target is to interact with the pictured Translator. This could be through Dispatching, Employing, Translating, Retiring, or by placing/taking Gold.

The second target is to Translate a Scroll from the indicated Guild.

The third target for players is to have their Research Marker reach level 3 of the indicated Research Track.

The 3 individual targets can be resolved in any order. Once a player has resolved all 3, they immediately flip the Goal Card over and add it to their hand. This provides a new Action Card, and also a new Action Slot. The new Action Slot allows them to Research or Translate. If they do not make use of this Action Slot, it allows them to draw a Die to hand when they Rest.

This Action Card *(reverse side of each Goal Card)* comes with a pre-printed White Die. While this does not count as a White Die for scoring purposes, it can be treated as a White 5 when played. It can be increased to a 6 by placing a White Worker, and can be coloured by placing a coloured Worker *(see page 9)*. A second Die can also be added, but no Dice may be place on top of the pre-printed Die.

COLOUR REFERENCE

Scholars of the South Tigris deals a lot with colour mixing, and often requires players to "colour" their actions. The game uses all 3 primary colours and all 3 secondary colours. Because of this, we have taken some additional steps to help aid players with various forms of colour blindness. Here are some key pieces of information to pass on to players:

- Primary Dice are opaque and secondary Dice are translucent. The icons for translucent Dice have a smoky texture behind them as a reminder.
- Yellow and Orange Dice have Black pips, while other colours have White pips. The Dice icons have thin lines of either Black or White running through them as a reminder. The numbers on each Research Track are also coloured in the same manner.
- The Research Tracks, the paths on the Map, and the 3 Guilds *(minarets)* are all ordered in the same sequence *(Purple is always on the left).* In the case of the Map, the colour sequence moves clockwise around from Purple.
- Each Research Track has its own unique icon to represent it.

It is also worth noting that not everyone is familiar with the colour wheel. There is a diagram on the last page of this Rulebook to help players remember the sequence, and how primary colours can be mixed to create secondary colours.

DRAWING DICE

- Any time players draw Dice, or add new Dice to their hand, they must be rolled.
- Dice must always be drawn randomly from the Bags *(players cannot choose which Dice they draw).*
- If players need to draw Dice, but their Bag is empty, return all Dice from their Player Board to their Bag, except those from their current action, then continue drawing. If they still need to draw further Dice at that point, they simply do not.
- Players may freely look in their Bag at any point, but may not look inside their opponents' Bags. Players should always give their Bag a good mix after looking inside it.
- White and primary Dice are standard 6-sided Dice with numbers 1-6. Secondary Dice only have numbers 4-6 *(2 of each number).*

COMPONENT RESTRICTIONS

- Gold, Silver, and Workers are considered to be unlimited. If they run out, use a suitable replacement.
- White Dice are limited. If a player needs to take a White Die, and cannot, all other players instead return a White Die to the Main Supply if possible.
- Primary Dice are limited. If a player cannot take a specific colour, they may instead return a White Die if possible.
- Influence is limited. If a player needs to place Influence and has none left in their supply, they may instead move 1 of their Influence from a Scroll Card or Guild *(not from a Translator).*

Scholars of the South Tigris is played over an undetermined number of Rounds. Every Round consists of each player taking a single turn. Starting with the first player, each player will take their turn, followed by the next player in clockwise order. This continues around and around the table until all 4 Caliph Cards have been revealed. At this point the current Round is continued, and then 1 final Round is played. After this, scoring takes place to determine a winner.

On each of their turns, players must either **Work** or **Rest**.

Working allows players to play an Action Card, along with 1-2 Dice to take actions.

Resting allows players to gain income from Research Tracks, to draw Dice, and to collect back all their Action Cards.

WORK: OVERVIEW

When choosing to Work on their turn, players must follow these steps:

1. Place 1 Action Card from their hand onto an empty Action Slot of their Player Board. Players start with 5 Action Slots, but may unlock 1 more by fulfilling their Goal Card.

2. Place 1 or 2 Dice from their hand, onto their played Action Card.

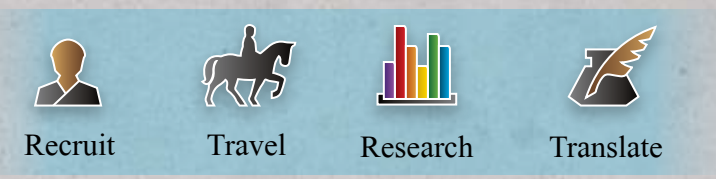
3. Place Workers to alter Dice, and optionally resolve available actions in any order.

Important Guiding Rule: Players can never use Dice on the same turn that they gain them to their hand.

Action Cards and Action Slots

There are a number of factors to consider when deciding which Action Card to play, and to which Action Slot to play it. All Action Cards have a Rest effect printed against a blue background. This is a delayed effect that will only be activated when players choose to Rest. Some Action Cards also have actions printed against a brown background. These are effects that may be resolved as part of the turn in which the Action Card is played.

The chosen Action Slot allows players to resolve 1 of the 4 main actions of the game:



Some Action Slots provide only 1 main action, whereas others give players the choice of 2.

Action Colour and Value

When Working, players will be using their Dice and Workers to create a colour and value for their main action. Actions can be any of the 6 primary/secondary colours, or White. They will always be valued between 1-12. Players may underspend their pips, meaning that their action's value is always considered "up to" that amount.

1 Die on its own:
This is an Orange 4.

Coloured Dice take priority over White Dice:
This is a Red 5.

2 primary Dice mix to create a secondary colour:
This is a Green 9.

Secondary Dice take priority over primary Dice:
This is a Purple 11.

The player chooses either secondary colour:
This could be an Orange 9 or a Purple 9.

Using Workers

Before resolving their main action, players may place up to 2 Workers for each Die on their Action Card. Workers can do 1 of 2 things:

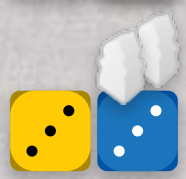
1. Increase the Die to a 6 if the Worker and Die are the same colour.
2. Change the Die colour if the Worker and Die are a different colour.

This Red Worker would turn this action to a Red 4.

This Blue Worker would increase this action to a Blue 6.

The White Worker would turn the left Die to a 6 and the Yellow Worker would make it Yellow. The Red Worker would increase the Red Die to a 6, resulting in an Orange 12 *(Yellow 6 + Red 6).*

The Blue Worker would turn the left Die to a 6, resulting in an Orange 10, since secondary colours take priority over primary colours.



The first White Worker would change the Blue Die to White and the other White Worker would turn it to a 6. This would result in a Yellow 9, since the right Die would be a White 6.

This Yellow Worker would turn this action to a Yellow 5.

Important Rule: Players cannot use 2 coloured Workers on a single Die to create a secondary colour.

Workers on Action Cards will be returned to the Main Supply when players Rest *(or earlier if they wish).* If a Worker is spent as part of an action, it must be spent from a player's supply, back to the Main Supply. Workers still on Action Cards cannot be spent for these purposes *(once placed, they are no longer part of a player's supply).*

Action Example

In this example, the player placed their Action Card in their Travel Action Slot, along with a 3-valued Red Die. They have 5 actions, which they may resolve in any order:

- The main action, provided by the Action Slot is to Travel.
- Their first Retiree *(Translator Cards tucked below their Player Board)* allows them to spend any 1 Worker to move up 1 space on the Mathematics *(Purple)* Research Track. Their second Retiree is not an action, but rather increases the sum of their main action by up to 4.
- Their Action Card has 3 small actions to resolve, consisting of drawing and rolling 2 Dice at random from their Bag, and gaining any 1 Worker. Note that these are all separate actions.

For example, this player used their Action Card to gain a Red Worker, placing it immediately on their Die. They then took a Red 10 Travel action, thanks to their Red Worker and Retiree. After this they drew 2 Dice from their Bag, then spent a Worker from their supply to move up 1 space on the Mathematics (Purple) Research Track.

When taking the Recruit action, players will either be Dispatching or Employing 1 Translator from the top section of the Main Board. The colour of this action does not matter. Players are only concerned with the value of their action.

Each adjacent pair of Translators requires a minimum action value to Recruit. Players only have access to the top Translator Card on each Deck.

For example, with a 4-valued action, players would only have access to the 4 left Translators. With a 7+ they can access any of them.

Dispatch

Other than the action's value, Dispatching a Translator is a free action. To Dispatch a Translator, simply resolve the effects in the top-right corner of the Card, then move the Translator Card to the bottom of its Deck.

- If a Translator has multiple effects, they may be resolved in any order.
- If a Translator has a cost shown above a downward pointing arrow, that cost must be paid before gaining any of the rewards shown below the arrow.

Dispatching this Translator allows players to spend any 2 Workers to gain 2 Gold from the Main Supply.

Employ

Choosing to Employ a Translator will cost players between 0-4 Silver. This cost is determined by the available Room where they place the Translator along the bottom of the Main Board. Each Room has 3 features to pay attention to:

1. Silver cost for placing a Translator.
2. Immediate effects from placing a Translator.
3. Gold the Translator will need before Retiring.

After selecting which Translator to Employ, players must pay the cost of the Room where they wish to place them. After doing so, the Translator Card should be flipped over. Note that players do not gain the Dispatch effects when Employing a Translator. Instead, they must resolve the immediate effects of the chosen Room. The final step is to place 1 of their Influence on the top-left corner of the Translator Card to mark that they were the player who Employed them.

If all Rooms are full, players cannot take the Recruit action to Employ Translators.

When taking the Travel action, players will be moving their Player Markers in a clockwise direction around the Map. How far they move is determined by their action's value. The colour of their action is not vital. However, it can provide players with a small benefit if they cross over the path matching their action's colour.

There are 12 steps around the Map, shown by the circular Spots. It is mandatory to move at least 1 step when taking the Travel action. However, with a 12-valued action, it is possible for players to do a full loop, ending back where they started. Each Travel action consists of moving to a single Spot and resolving the effects of that Spot.

Since players may always underspend their pips, it is possible for players to move fewer steps than their action value allows. There is no blocking on the Map. Multiple players may have their Markers *(including the Neutral Marker)* on the same Spot without any consequence.

There are 2 types of Spots where players can end their movement.

The White Spots are smaller actions, such as gaining Silver or drawing Dice.

The Black Spots are places from where players can Deliver Scroll Cards to the House of Wisdom.

Regardless of which Spot they stop on, players may also gain the benefit of Influencing a Scroll Card *(primary colours)*, or gaining 2 Silver *(secondary colours)* if they cross over the path matching their action's colour. This benefit may be resolved before or after resolving the rest of their Travel action.

For example, the Red player has chosen to Travel with a Green 6 action. They can move up to 6 spaces, but want to make sure they pass over the Green path to gain 2 Silver.

They decide to move just 5 spaces. In total, they gain 2 Silver, gain 1 primary Die into their hand, and also draw 1 Die at random from their Bag.

Delivering Scroll Cards

The main reason players will want to Travel is to Deliver Scroll Cards to the House of Wisdom. The cost to do this is always 4 Silver. There is a reminder of this on all 9 Card spaces in the House of Wisdom.

When Delivering a Scroll Card, players must place it into an available Card space in 1 of the 3 Guilds *(columns)*. Guilds must always be filled from top to bottom. Each Guild features 1 of the secondary colours on its Minaret. It is important for players to know that the Guild colours are not a requirement for Delivering *(players don't need a Green action to Deliver to the Green Guild)*.

If all 9 Card spaces in the House of Wisdom are full, players cannot use the Travel action to Deliver Scroll Cards.

To Deliver a Scroll Card, players must follow these steps in order:

1. Move to a Black Spot on the Map.
2. Pick up the Scroll Card adjacent to that spot and place it into the chosen Card space in the House of Wisdom.
3. Pay 4 Silver to the Main Supply.
4. Gain 1 or 2 Influence *(as indicated on the Card space)* in the Guild where the Scroll Card was placed.
5. Gain 1 Gold. Also gain 1 White Die to Bag if the Scroll Card was placed into the lowest row.
6. Move up 1 space on the Research Track of the Scroll Card's type *(shown by the icon in the bottom-right corner of each Scroll Card).*
7. Draw and reveal the top Card from the top of the Scroll Card Draw Pile. If a Scroll Card is revealed, place it into the empty space on the Map. If a Caliph Card is revealed, follow the instructions on page 19.

Blue is Delivering a Hebrew Physics (Red) Scroll Card to the Green Guild for 4 Silver. They gain 2 Influence in the Green Guild, 1 Gold, and move 1 space up the Physics (Red) Research Track.

Alternatively they could have Delivered to the Purple Guild, but that would only let them add 1 Influence to that Guild. They could not have Delivered to the Orange Guild, as there were already 3 Scroll Cards present.

When taking the Research action, players will usually be moving their Research Markers up 1 of the 6 Research Tracks, and gaining Silver.

There are 4 options available when taking this action, as printed along the top of the Research Tracks on the Main Board:

This option can be any colour and requires a value of at least 1. It allows players to gain any 1 Worker and 1 Silver from the Main Supply.

This option requires a colour and a value of at least 4. At the cost of 1 Gold, players may move their Research Marker 1 space up the Research Track matching the colour of their action. They also gain 2 Silver from the Main Supply.

This option requires a colour and a value of at least 8. It allows players to move their Research Marker 1 space up the Research Track matching the colour of their action. They also gain 2 Silver from the Main Supply.

This option requires a colour and a value of at least 10. At the cost of 2 Gold, players may move their Research Marker 2 spaces up the Research Track matching the colour of their action. They also gain 2 Silver from the Main Supply.

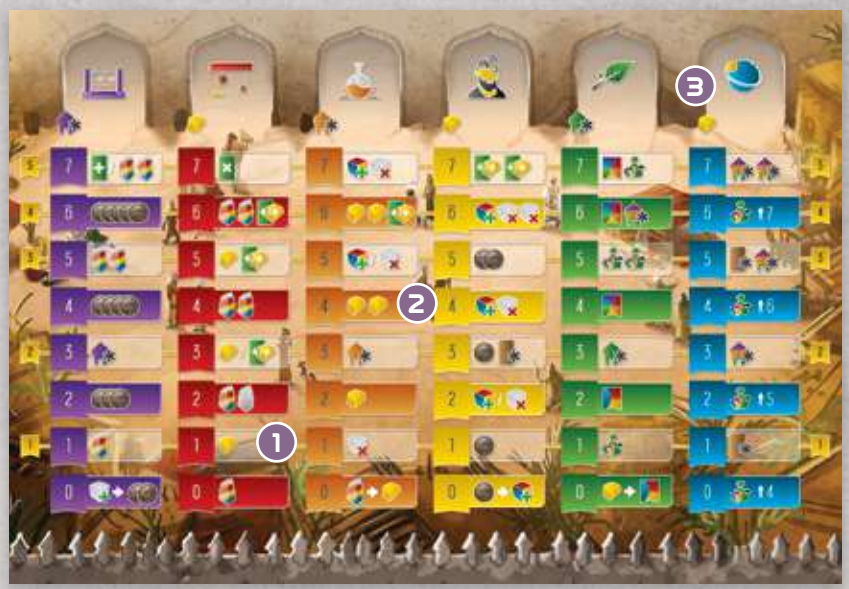
Research Tracks

There are a number of ways that players can move up the Research Tracks throughout the game. The Research action is just 1 of those ways. The following rules apply, regardless of how players move up the Research Tracks:

1. Moving onto transparent spaces *(odd numbers)* are immediate benefits that may be resolved *(they are almost always beneficial to resolve).*

2. Moving onto coloured spaces *(even numbers)* have no immediate benefit. They only take effect when players Rest.

3. Gaining movement beyond 7 on a given Research Track does not move a player's Research Marker. It instead immediately earns them either 1 Influence in a Guild or 1 Gold, as shown at the top of each Research Track.



When taking the Translate action, players will be paying Gold to the available Translators in the Rooms along the bottom of the Main Board. They will need to use 1 or more Translators to take a Scroll Card from its original language into Arabic.

For this action, the colour matters, but the value does not. The only Dice requirement is to have an action matching the colour of the Guild where the target Scroll Card sits. To be clear, a Green action of any value for the Green Guild, etc.

Some Scroll Cards will take more effort to Translate than others. This is because languages are broken down into 3 tiers *(Arabic is tier 0).*

There is a reminder of these tiers on the Player Aids *(backside of Resource Cards).*

- Tier 1 is Persian and Syriac
- Tier 2 is Greek and Hebrew
- Tier 3 is Chinese and Sanskrit

While these tiers exist, there are also some Translators who can skip a tier. This Starting Translator can go straight from Greek to Arabic.

There are even other Translators who can speak multiple languages in the same tier, such as both Greek and Hebrew.

Players can forge a line of Translation by any sequence they wish. The only guiding rule is that they cannot use the same language twice during a Translation action.

For example, they cannot go Greek > Sanskrit > Greek > Syriac > Arabic (using Greek twice).

When Translating a Scroll Card, players must do the following steps in order:

1. Target a Scroll Card currently in the House of Wisdom. The Guild where the Scroll Card sits must match the action's colour.

2. Place 1 Gold onto each Translator that is needed to forge a line from the Scroll Card's language, to Arabic. If there are multiple ways this could be achieved, the player decides.

3. Pay 1 Silver to the owner of each Translator used. Players pay no Silver for their own Translators. Neutral Translators have no Influence on them. To use a Neutral Translator, players must pay 1 Silver to the Main Supply. If players cannot pay the required Silver to use an opposing or Neutral Translator, then they cannot use them to Translate.

4. Take the Translated Scroll Card and place it above their Player Board.

5. In either order: Move up 1 space on the Research Track of the Scroll Card's type *(shown by the icon in the bottom-right corner of each Scroll Card).* Resolve any immediate effects printed in the middle of the Scroll Card.

6. Slide up Scroll Cards in the House of Wisdom to fill empty spaces if needed, and Retire any Translators that have met their Gold requirement *(the number of Gold indicated above their Room).*

In this example, the Blue player could Translate this Persian Scroll Card by placing just 1 Gold on their Persian/Arabic Translator.

Retiring Employed Translators

Translators Retire when they have met their Gold requirement *(the number of Gold indicated above their Room).* Follow these steps when a Translator Retires:

1. All Gold on the Translator is returned to the Main Supply.
2. The Influence is returned to the owner's supply.
3. The owner of the Retiring Translator must tuck the Translator Card under 1 of the 4 brown Action Slots of their Player Board. Retirees can never sit below the black Action Slots.
4. Pay any Retirement cost: If this is their first Retiree under a specific Action Slot, there is no cost. For all future Retirees under the same Action Slot, there is a cost. This cost is to either pay 1 Silver to the Main Supply or to gain 1 White Die to their Bag. This cost must be paid for each Retiree already present under that Action Slot. If there are 2 or more Retirees, players can do any combination of spending Silver or gaining White Dice.

Important Rule: Translators only Retire at the very end of the current player's turn. This is even true if a Translator Retires during a Rest action.

In this example, there is no cost for tucking a Retiree under the Recruit or Translate Action Slots. For Research, they would have to pay the Retirement cost once (1 Silver or gain 1 White Die). For Travel, the Retirement cost would have to be paid twice.

Retiring Neutral Translators

Any time a Neutral Translator Retires, return the Gold on them to the Main Supply and return the Translator Card to the bottom of their Deck.

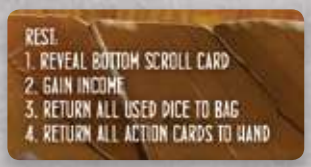
In this example, Red is wanting to Translate a Hebrew Scroll. There are a few options for forging a line. Here are 2 they are considering:

1. *The fastest line (the fewest Gold required) is to use their own Hebrew/Syriac Translator, then Yellow's Syriac/Arabic Translator.*
2. *The second option is to use their own Hebrew/Syriac Translator, then their other Translator who can go from Syriac to Persian. Lastly, they can use the neutral Persian/Arabic Translator.*

They decide to pay the extra Gold to take option 2. This is because it allows them to use their other Translator, who is only 1 Gold away from Retirement. Also, if they took option 1, they would be allowing Yellow's Translator to Retire.

Rather than Working on their turn, players may instead choose to Rest. The only requirement for Resting is that players must have at least 1 Action Card on their Player Board.

When choosing to Rest, players must follow these steps, as shown on their Player Aid:



1. Reveal Bottom Scroll Card

Draw and reveal 1 Card from the bottom of the Scroll Card Draw Pile. If a Scroll Card is revealed, follow the steps outlined below. If a Caliph Card is revealed, follow the instructions on page 19.

If a Scroll Card is revealed, move the Neutral Marker a number of steps clockwise around the Map, skipping over all White Spots. The number of steps it moves is equal to the VP value printed in the top-right corner of the revealed Scroll Card.

In the example below, a 3VP Greek Scroll Card was revealed. This causes the Neutral Marker to move 3 steps.

After the Neutral Marker has moved, a Scroll Card may be discarded or placed into the House of Wisdom. There are 2 questions to ask:

Does the Scroll Card adjacent to the Neutral Marker have an Influence on it?

Yes: The newly revealed Scroll Card will be discarded or placed into the House of Wisdom.

No: The Scroll Card adjacent to the Neutral Marker will be discarded or placed into the House of Wisdom, and the newly revealed Scroll Card will be placed where the other Scroll Card was on the Map.

Are any of the Guilds in the House of Wisdom empty *(having no Scroll Cards in them)*?

Yes: Following the rules above, either the newly revealed Scroll Card or the Scroll Card adjacent to the Neutral Marker will be placed below the empty Guild. If multiple Guilds have no Scroll Cards below them, place the Scroll Card below the left-most empty Guild.

No: Following the rules above, either the newly revealed Scroll Card, or the Scroll Card adjacent to the Neutral Marker will be discarded. Discarded Scroll Cards are returned to the box.

2. Gain Income

After the bottom Card from the Scroll Card Draw Pile has been fully resolved, the Resting player then gains income from all Rest icons on their Player Board.

These must be resolved from left to right, moving across their Player Board. All effects are mandatory, unless they have a cost associated with them. In those cases, players may choose not to pay the cost to avoid resolving the effect. If they cannot pay the cost, then they cannot resolve the effect. Costs may include paying Gold, Silver, or Workers, or gaining White Dice to their Bag.

In this example, the Blue Player would do the following:

1. *Harvest the Physics (Red) Research Track, gaining any 2 Workers.*
2. *Gain 1 White Die to their Bag. This is mandatory since there's no cost attached to it.*
3. *They may gain 1 White Die to their Bag to gain 1 Gold. This is optional.*
4. *Harvest the Philosophy (Yellow) Research Track. Because they are on level 1, they can still only harvest from level 0. At the cost of 1 Silver they may gain 1 primary Die to their Bag.*
5. *Harvest the Astronomy (Blue) Research Track, topping up the Dice in their hand to 5. They do this by drawing Dice at random from their Bag and rolling them. Any Dice still in their hand may also be optionally rerolled.*

When harvesting Research Tracks, players only harvest the single highest space that their Research Marker has reached. Players only harvest the coloured spaces *(even numbers)*. If their Research Marker is on an odd-numbered space, they harvest the space below it.

The Red Player would gain any 1 Worker when harvesting the Physics (Red) Research Track in the previous example, even though they are on an odd-numbered space.

Notice in the last example that players only harvest Research Tracks if they play down the associated Action Card on a previous turn. They will always harvest the Astronomy *(Blue)* Research Track, since that is printed on their Player Aid.

> If players need to draw Dice, but their Bag is empty, return all Dice from their Player Board to their Bag, then continue drawing. If they still need to draw further Dice at that point, they simply do not.

The position of where players place their Action Cards is also an important decision to make, since they must always be resolved from left to right. Forward planning is needed!

3. Return all Used Dice to Bag

The Resting player takes all Dice still on their Player Board *(excluding the Die on their Goal Card if it is still there)* and places them into their Bag.

4. Return all Action Cards to Hand

The Resting player places any Workers on their Action Cards back into the Main Supply, and returns all Action Cards to their hand.

Throughout each game, Influence may be used in 1 of 4 ways.

1 Employing Translators

Influence is used to mark who owns each Translator.

Other than placing Gold on Translators when taking the Translate action, Gold can also be placed or taken off Translators whenever this icon's effect is resolved. When placing or taking Gold this way, it is always between the Translator and a player's supply *(not the Main Supply)*. The cost of taking or placing Gold is always the same: 1 Silver from the player taking the action must be paid to the owner of the Translator. This Silver cost is spent to the Main Supply for Neutral Translators *(those without Influence on them)*. Players never pay Silver for their own Translators.

2 Influencing Scroll Cards

Any time players need to resolve the effect of this icon, they may optionally place 1 of their Influence onto a Scroll Card on the Map or in the House of Wisdom. Each Scroll Card can only ever have 1 Influence on it.

While on the Map, any player wanting to Deliver a Scroll Card with an opponent's Influence must pay that player 1 Silver. After doing so, the Influence is returned to their opponent's supply, and they continue Delivering the Scroll Card as normal. When players want to Deliver a Scroll Card with their own Influence, they do not need to pay any additional Silver *(they still pay the usual 4 Silver to Deliver)*. Their Influence remains on the Scroll Card as it is Delivered to the House of Wisdom.

While in the House of Wisdom, any player wanting to Translate a Scroll Card with an opponent's Influence must pay that player 1 Silver. After doing so, the Influence is returned to their opponent's supply. When players want to Translate a Scroll Card with their own Influence, they do not need to pay any additional Silver.

3 Influencing Guilds

Any time players need to resolve the effect of this icon, they may place 1 Influence into 1 of the 3 Guilds. If the icon shows a single colour, their only choice is to place an Influence into the indicated Guild.

If a Guild has no Influence, the first player to place an Influence there takes control of the Guild. This is indicated by placing their Influence in the outlined space at the top of the Minaret. Later players will place their Influence in the open area below.

Any time a player has more Influence in a specific Guild than the current controlling player, they take control of the Guild. When losing control, the Influence that was at the top is moved down to the open area below, and the new controlling player moves their Influence up to the outlined space.

In this example, Blue controls the Purple Guild. Red only needs 1 more Influence there to take control. No player controls the Orange Guild. The first player to place there will take control. Red controls the Green Guild. If Blue adds 1 more Influence there, they still won't take control, as they need at least 4 influence to beat Red's 3 Influence.

4 Influencing Caliph Cards

When Caliph Cards are revealed, the players controlling each Guild will move 1 Influence from the Guild they control to 1 of the available spaces on the revealed Caliph Card. Influence placed on Caliph Cards will remain there until the game's end.

Caliph Cards can be revealed when players take the Deliver action or choose to Rest. If revealed from a Delivery, players must fully resolve the Caliph Card before revealing another Card from the top of the Scroll Card Draw pile. It is possible for 2 Caliph Cards to be revealed back to back from a single Delivery. If revealed from a player Resting, do not draw any further Cards from the bottom of the Scroll Draw Pile.

Regardless of how they are revealed, Caliph Cards should always be immediately resolved following these steps:

1. Place the Caliph Card into the left-most empty Caliph Card space in the top-right corner of the Main Board.

2. Resolve any event tied to the Caliph Card space.

3. The players controlling each Guild will move 1 Influence from the Guild they control to 1 of the available spaces on the revealed Caliph Card. Guilds are always resolved from left to right: Purple, Orange, and then Green.

   When moving Influence, players must move it from the open area of the Minaret if possible. They only move it from the top outlined space if it is their last Influence in that Guild.

   In the example on the previous page, Red would keep control of the Green Guild.

4. As each Guild is being resolved, players with at least 1 Influence in a Guild which they do not control, gain a small consolation. This will either be a Worker of their choice, 1 Silver, or 1 Gold, as shown along the bottom of each Minaret.

   Control of Guilds should also be reassessed at this point. If a player gains control of a Guild, they still gain the consolation from not controlling it during step 3. If a player loses control of a Guild, but 2 or more players are tied for taking control, no player takes control. Someone will need to take the lead by adding more Influence on a later turn.

Caliph Events

Other than the first revealed Caliph Card, each Caliph Card will trigger a small event. These are:

1 Gold from the Main Supply is placed onto each Starting Translator *(including any Neutral Translators)*. For each Starting Translator that has already been Retired, its owner gains 1 Silver from the Main Supply.

A Neutral Translator is added to the left-most empty Room. If there are already 10 Translators in play, this event is ignored.

For the last 2 events, the Neutral Translator being added should be the top-most of the 3 pictured Translators that is not already present in a Room. If all 3 of these Translators are already in Rooms, the top pictured Translator is added.

Caliph Rewards

When moving Influence to Caliph Cards, players must place their Influence onto 1 of the remaining unselected spaces.

- The top space is always 3VP at the game's end.
- The middle space is always 1 VP at the game's end, and either a specific secondary Die added to Bag, or any 1 primary Die added to hand.
- The bottom space is either Retiring a Translator at the cost of gaining 1 White Die to Bag, or instead gaining 1 Gold. If selecting to Retire a Translator, it must be 1 of the 2 pictured Translators. These are Retired from the top section of the Main Board. Players only have access to the top Translator Card on either Deck. To prevent potential timing issues, players must set this Retiree aside, and only tuck them under their Player Board at the end of the current player's turn.

END OF GAME

The game end is triggered when all 4 Caliph Cards have been revealed. At this point the current Round is continued, and then 1 final Round is played *(the player seated to the right of the player holding the First Player Marker will have the last turn).* If in these final Rounds, the Scroll Card Draw Pile runs out, bring in the Scroll Cards that were placed aside in a reserve during setup. These will form a new Scroll Card Draw Pile. Players should still draw a Card from this Draw Pile when Resting or Delivering.

At the end of the final Round, players take any Gold still on their Employed Translators and add it to their own supplies.

Dice Sum

Before adding up Victory Points, all players should reveal all Dice belonging to them. This means all Dice in their supplies, on their Player Boards and in their Bags. Players need to work out the Sum of their Dice. This is done by deducting their total White Dice from all their coloured Dice.

The player with the lowest Dice Sum places their Player Marker *(from the Map)* on the lowest space of the black banner at the top of the Main Board. The player with the next lowest Dice Sum places their Player Marker on the next lowest space and so on.

Based on where their Player Marker sits, players may gain some Victory Points for how well they built their Dice Bag. If multiple players have an equal Dice Sum, they still place their Player Markers on the banner, filling the lowest spaces first, but share the Victory Points from each space among the tied players. The order of how tied players' Markers are placed does not matter.

For example, if both players were tied in a 2 player game, they would each gain 1VP. Likewise, if 3 players were tied for 1st place in a 4 player game, they would each gain 4VP (6+4+2 divided amongst 3 players), and the 4th player would still gain 0VP.

SCORING

Each player adds up their Victory Points in the following areas:

1. VP from their Dice Sum *(see previous column).*
2. VP printed on Retired Translators under their Player Board.
3. VP from any Guilds they control, plus VP from any Influence they have on the top and middle spaces of Caliph Cards.
4. VP from the final positions of their Research Markers on each of the 6 Research Tracks:
   - 5VP for each Research Marker at level 7
   - 4VP for each Research Marker at level 6
   - 3VP for each Research Marker at level 5
   - 2VP for each Research Marker at levels 3-4
   - 1VP for each Research Marker at levels 1-2
5. VP from each of the Scroll Cards above their Player Board. If players have Scroll Cards that score from the same condition *(such as the same coloured Dice, or Scroll language),* they each score the full amount that they qualify for. In this way players can double/triple down on certain scoring conditions.

The player with the most total VP is the winner! If tied, the tied player with the most Employed Translators still on the Main Board is the winner. If still tied, the tied player with the most Workers remaining in their supply is the winner. And if still tied, all tied players share the victory.

Need some help tallying up the scores? Download our free Garphill Games Companion App for Android or iOS.

Setup

Set up Scholars as you would for a 2-player game, with the following changes:

1. Give your opponent the Solo Board instead of a Player Board. After selecting your Starting Translator and Resource Card, select a difficulty from those provided on the back of the Solo Board. Follow the steps as listed for the chosen difficulty on the Solo Board. If your oppponent gains a starting Scroll Card, it can be a random Scroll Card from the reserve *(its face does not matter)*. Place it facedown above the associated language as printed across the top of the Solo Board, without any further effect.

2. Place 1 of their Influence in the correct "Dice Sum" space in the cutout, as referenced under the chosen difficulty. Keep the rest of their Influence nearby in a supply.

3. Rather than placing their Research Markers on the Main Board, keep them nearby the Solo Board. Your opponent does not need their 7 Action Cards or Bag.

4. Place their Player Marker on the left-most space of the Resource Track running along the top of the Solo Board.

5. Shuffle the 6 Scheme Cards to form the Scheme Card Draw Pile and place it facedown on the left-most Card space of the Solo Board.

6. Place the 2 Solo Reference Cards nearby.

7. Give yourself the First Player Marker. You can play either the Casual or Epic version of the game.

8. Do not give your opponent a Goal Card. They do not select a Starting Translator or Resource Card. Instead, all Neutral Translators belong to your opponent, but there is no need to place Influence on them.

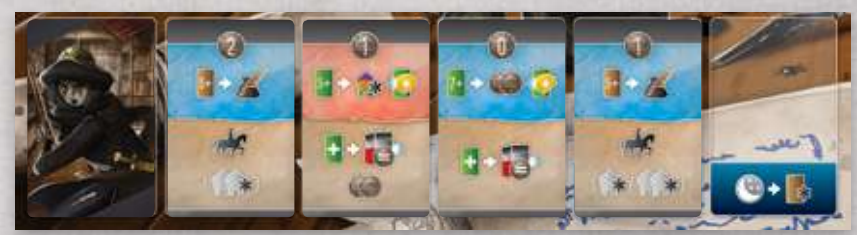
Gameplay Overview

For the most part, the solo game plays very much like the multiplayer game. Unless stated otherwise, all rules remain the same.

You win the game if you score higher than your opponent. Ties don't count!

Your turns function exactly the same. On your opponent's turn you will either be revealing a Scheme Card or resolving a Rest action for them.

If, at the start of their turn, your opponent has either 3 faceup Red Scheme Cards, or 3 faceup Blue Scheme Cards, they will Rest. If not, they will reveal a new Scheme Card. This means that they will always Rest after revealing between 3-5 Scheme Cards.



In this example they just revealed their 3rd Blue Scheme Card, indicating that they will Rest on their next turn.

Scheme Cards
Each Scheme Card will be either Blue or Red in colour, and have a number of icons:

Silver Value

First Action + Scheme Card Colour

Second Action

To reveal a Scheme Card, draw it from the top of the Scheme Card Draw Pile and place it faceup in the left-most empty Card space on the Solo Board. Then follow these steps:

1. Move their Player Marker along the Resource Track a number of spaces equal to the Scheme Card's Silver Value. Do not move their Marker if the value is 0. If they are at the right-most space, simply wrap around to the left and keep moving from there as needed. Every time they wrap around, place 1 of their Research Markers on the left-most empty outlined space, if possible. Resolve the printed effect being covered. This will be gaining Influence in a specific Guild, or placing 1 Gold from the Main Supply onto the left-most neutral Translator if possible.

2. If they are able to resolve the First Action, they will do so. If they are unable to resolve the First Action, they will instead take the Second Action. They will never do both. They are only able to resolve the First Action if the indicated condition is true. This will be checking if there are a certain number of Employed Translators *(regardless of ownership)* or a certain number Scroll Cards in the House of Wisdom.

Resting
When Resting, follow these steps:

1. Reveal the bottom Card from the Scroll Card Draw Pile and resolve just as you would when you Rest.

2. If they have a majority of Blue Scheme Cards, move the Influence on the Solo Board 1 space to the right. If they have a majority of Red Scheme Cards, move it 1 space to the left. If it cannot move, it stays where it is.

3. Gain benefits based on how many Scheme Cards they played.

If these icons are visible they Influence 1 Guild.

If these icons are visible they Influence 1 Scroll Card.

If they have played 5 Scheme Cards before Resting, they will Retire 1 of the 2 pictured Translators from the top section of the Main Board. Which Translator they Retire is determined by whether they have played a majority of Blue or Red Scheme Cards.

4. Shuffle all played Scheme Cards back into the Scheme Card Draw Pile.

Gaining Silver
Any time they would gain Silver, instead move their Player Marker 1 space along the Resource Track for each Silver gained. This includes when you pay to use Neutral Translators, or when interacting with a Scroll Card that they have Influenced. Your opponent never pays any Silver or Gold costs.

Resolving Scheme Cards

Over the course of the game, your opponent will take actions that require it to focus. The position of their Player Marker on the Resource Track dictates the following focuses:

1. Language
2. Translator
3. Colour

In this example, the language focus is Greek, the Translator focus is the pictured Greek man, and the colour focus is Green.

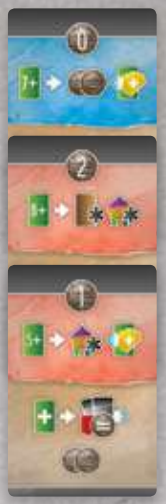
Any time they need to focus, but what they are looking for is not available, they look for the next focus to the right, wrapping around back to the left of the Resource Track if needed. Do not move their Player Marker when refocusing like this.

For example, if they were told to look for a Greek Scroll Card, but could not find one, they would instead look for a Hebrew Scroll Card. If they could not find that, they would look for a Persian Scroll Card, and so on.

The sum value of the 2 most recently revealed Scheme Cards *(or the only faceup Card if there is only 1)* dictates a value between 0 and 4. This is the Target Sum, which is required when Employing Translators.

The Target Sum provided from the last 2 Scheme Cards shown here is 3.

For these first 3 Scheme Cards, check to see if there are 5, 6 or 7+ Employed Translators. If there are, they will resolve the Top Action. This may be gaining Silver, placing Gold, Influencing Scrolls, or Influencing Guilds.

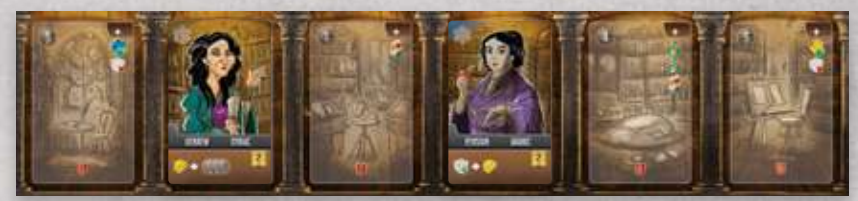


If there are not enough Employed Translators, they will instead Employ a Translator, and sometimes also gain Silver after doing so.

Use their Translator focus when Employing a Translator, while trying to avoid Employing any duplicates across all Rooms *(regardless of ownership)*. If all 6 Translators are already Employed, they will just Employ using their original focus despite them being a duplicate.

They place the Translator into the right-most available Room with the same Silver value as their Target Sum. If there are no Rooms matching that value, add 1 to their Target Sum and check again. If their Target Sum is 4 and they cannot find a Room, start back at 0 and keep ascending from there as needed.

Since your opponent owns all Neutral Translators, there is no need to place their Influence on them. They ignore all costs and immediate effects from Rooms.



In this example, the AI has a Target Sum of 2. Assuming these were the only Rooms available, they would place their Translator into the right-most Room. This is because their Target Sum would increase to 3 and of the 2 Rooms costing 3 Silver, they would select the right-most Room.

For these last 3 Scheme Cards, check to see if there are 3 or 5+ Scroll Cards in the House of Wisdom . If there are, they will Translate.

Use their language focus when Translating a Scroll Card. If there are multiple options available, they will decide between those options by selecting the Scroll Card that is in the lowest row in the House of Wisdom. If there are still multiple options, they will decide between those options using their colour focus.

After Translating a Scroll Card, place it facedown above the matching language printed on the Solo Board. Then place up to a number of Gold from the Main Supply as indicated by the Gold icon below the language on the Solo Board.

They will aim to place the required number of Gold, while never placing more than 1 Gold during the same Translation action on a single Translator. When placing Gold, follow these steps:

1. Place onto Neutral Translators who can speak the Scroll Card's language, moving from right to left across the Main Board.
2. Place onto your Translators who can speak the Scroll Card's language, moving from left to right across the Main Board. You receive 1 Silver for each.
3. Place onto Neutral Translators who cannot speak the Scroll Card's language, moving from right to left across the Main Board.
4. Place onto your Translators who cannot speak the Scroll Card's language, moving from left to right across the Main Board. You receive 1 Silver for each.

The 3 left Translators are all Neutral for these examples, while the right Translator belongs to the solo player.

1 2
3 4 *The Purple numbers show the order of how they would place Gold from Translating a Persian Scroll Card.*

1 2
3 4 *The Red numbers show the order of how they would place Gold from Translating a Greek Scroll Card.*

The AI ignores all Icons on Scroll Cards. When Neutral Translators Retire, place them in a pile nearby the Solo Board.

If there are not enough Scroll Cards to cause them to Translate, they will instead Deliver a Scroll Card to the House of Wisdom, and sometimes also gain Silver after doing so.

Use their language focus when Delivering a Scroll Card, looking clockwise around the Map, starting from the Neutral Marker. While they do not move the Neutral Marker, they act as if they would have, just like you moving your Player Marker. As such, they won't target the Scroll Card adjacent to the Neutral Marker, unless they do a full loop around the Map.

When Delivering their chosen Scroll Card, they will aim to place it into the highest row in the House of Wisdom. If there are multiple options available, they will decide between those options using their colour focus. After Delivering, they will gain either 1 or 2 Influence in the Guild where they Delivered, just as you would from Delivering. This is indicated on the Scheme Cards, as they ignore all Icons printed on the 9 Card spaces in the House of Wisdom.

When Influencing a Guild they will focus on a Guild where no players have any Influence. If there are multiple options available, they will decide between those options by selecting the Guild where they have no Influence. If there are still multiple options, they will decide between those options using their colour focus. Of course, if an icon specifies which Guild to Influence, they will simply place in that Guild.

When Influencing a Scroll Card they always focus on the House of Wisdom first. They will only look to the Map if all Scrolls in the House of Wisdom already have Influence on them. In the House of Wisdom they will use the same focus rules as when Translating. On the Map they will use the same focus rules as when Delivering.

Influence on Scroll Cards

There are some changes for how Influence works on Scroll Cards in the solo mode. If your opponent has an Influence on a Scroll Card that you want to interact with, you still need to pay them. Doing so will move their Player Marker 1 space on the Resource Track.

If your opponent wants to interact with a Scroll Card that you have an Influence on, you can either let them, gaining 1 Silver from the Main Supply, or you can deny them. When denying them you must pay 1 Silver *(but don't move their Player Marker)* to have them move to the next available Scroll Card. You can do this multiple times, so long as you can afford to. However, you can never fully deny them the action.

Resolving Caliph Cards

When your opponent needs to select an option on a Caliph Card, look for the colour majority on their Scheme Cards. If they have an equal amount, the most recently played Scheme Card breaks the tie. If they have a majority of Blue Scheme Cards *(or no Scheme Cards)*, they will take the highest available option. If they have a majority of Red Scheme Cards, they will take the lowest option.

Rather than gaining coloured Dice, move the Influence on the Solo Board 1 space to the right.

When Retiring a Translator and gaining a White Die, Retire the Translator with the highest VP. If tied, Retire the left Translator. Rather than gaining a White Die from this, move the Influence on the Solo Board 1 space to the left. Place the Retired Translator with the rest of the Retired Neutral Translators.

If they would gain any consolation rewards, use the reference on the left of the Solo Board to determine what they gain. If they would gain Silver, move their Player Marker as normal.

They gain Gold or Silver as normal from the 2nd Caliph Card event.

Dice Sum

The final position of the Influence on the Solo Board provides them with a Dice Sum for you to compete against.

In this example they have a Dice Sum of 3.

Final Scoring

Your opponent scores Victory Points for the following:

1. VP from their Dice Sum.
2. VP printed on all Retired Neutral Translators.
3. VP from any Guilds they control, plus VP from any Influence they have on the top and middle spaces of Caliph Cards.
4. VP from each of the Scroll Cards above their Player Board.
   - Chinese scores a set number of VP
   - Sanskrit scores from Retired Neutral Translators
   - Greek scores from their Translated Scroll Cards
   - Hebrew scores from Research Markers on the Solo Board
   - Persian scores from Neutral Translators still in Rooms
   - Syriac scores from their Influence on Minarets

Gain 1 Silver.

Gain any 1 Worker.

Gain 1 White Worker and may Influence 1 Scroll Card.

May Influence 1 Scroll Card.

May place 1 Influence in the indicated Guild.

May Destroy 1 White Die.

May gain any 1 primary Die to Bag.

May gain the indicated primary Die to Bag or gain the indicated Worker.

May draw 1 Die.

Increase the main action's value by the indicated amount *(never beyond 12).*

May place 1 Gold on a Translator or take 1 Gold off a Translator.

May spend 1 Silver to gain 1 Gold.

May spend 1 Silver to place 1 Influence any Guild.

May spend 2 Silver to Destroy up to 2 White Dice.

May spend 1 Gold to move up 1 space on a primary Research Track.

May spend 1 Gold to gain 3 Silver.

May spend any 1 Worker to move 1 space up the indicated Research Track.

May spend any 1 Worker to draw up to 2 Dice at random from the Bag.

May spend any 2 Workers to Destroy 1 White Die and gain 1 primary Die to hand.

May spend any 2 Workers to gain 1 Gold and 1 Silver.

May gain 1 White Die to Bag to gain 2 Silver.

May gain 1 White Die to Bag to gain 1 Gold.

May take the indicated action instead of the main action from this Action Slot.

For example, if this Translator was tucked under the Deliver Action Slot, a player could either Deliver or Translate.

May treat White Dice and the indicated primary Dice as if they were the same.

For example, a White Die could be treated as if it were Blue, or a Blue Die as if it were White. In either case, both Blue and White Workers could increase the Die to a 6.

All players have this Starting Scroll Card. At the end of the game, they turn every 2 Silver into 1 Gold. They score 1VP for every 2 Gold they have, and lose 3VP if they have 6 or more White Dice.

Immediate effect: Employ *(paying any Room cost)* or Retire the pictured Translator. If they Retire them, they also gain a White Die to Bag.

This player gains an additional 1VP for each secondary Die they have of the indicated colour. They also gain 2VP if they have 4 or more of the indicated primary Die. Immediate effect: Gain the indicated secondary Die to Bag.

This player gains an additional 2VP if they have 1-3 White Dice, or 4VP if they have no White Dice. Immediate effect: Destroy a White Die.

This player gains an additional 2VP if they have 4-6 Retirees, or 4VP if they have 7 or more Retirees.

This player gains an additional 1VP for each Scroll Card they have Translated of the indicated languages.

This player gains an additional 1VP for each Scroll Card they have Translated of the indicated language, including this Scroll Card. Immediate effect: Harvest the indicated Research Track.

This player gains an additional 2VP if they have reached level 4-6 on the indicated Research Track, or 4VP if they have reached level 7.

This player gains an additional 1VP for each Research Track where they have reached level 3 or higher. Immediate effect: Move up 1 space on a primary Research Track.

This player gains an additional 2VP if they have 2-3 influence in the indicated Guild, or 4VP if they have 4 or more Influence. Immediate effect: Gain 1 Influence in the indicated Guild

ICONOGRAPHY

- Gain a White Die to Bag
- Destroy a White Die from Bag, hand, or Player Board
- Gain any 1 primary Die to Bag
- Gain any 1 primary Die to hand
- Gain the indicated primary Die to Bag
- Gain the indicated primary Die to hand
- Gain the indicated secondary Die to Bag
- Randomly draw 1 Die from Bag to hand
- Top up Dice in hand to indicated limit by drawing Dice at random from Bag
- White Worker
- Worker of indicated colour
- Worker of any colour *(including White)*
- Not controlling a Guild during Caliph visits
- Sum of coloured Dice minus White Dice
- Rest
- Influence a Scroll Card
- Influence indicated Guild
- Influence any Guild
- Silver
- Gold
- Place 1 Gold or take 1 Gold from a Translator
- Increase any primary Research Track
- Increase any Research Track
- Increase Research Track of the action's colour
- Increase the indicated Research Track
- Gain Income from the indicated Research Track
- Final position on the indicated Research Track
- Employ a Translator
- Dispatch a Translator
- Retire/Retired Translator
- Employ/Employed Neutral Translator
- Recruit
- Travel
- Research
- Translate
- +2 Increase main action by up to the indicated value *(never beyond 12)*
- Place 1 Gold on each Starting Translator
- Each Retired Starting Translator earns 1 Silver